



# ***MAINE NEMO***

## ***Nonpoint Education for Municipal Officials***

### ***Linking Land Use to Water Quality***

*Partnership for Environmental Technology Education*

# How Land use affects clean water

## What can help

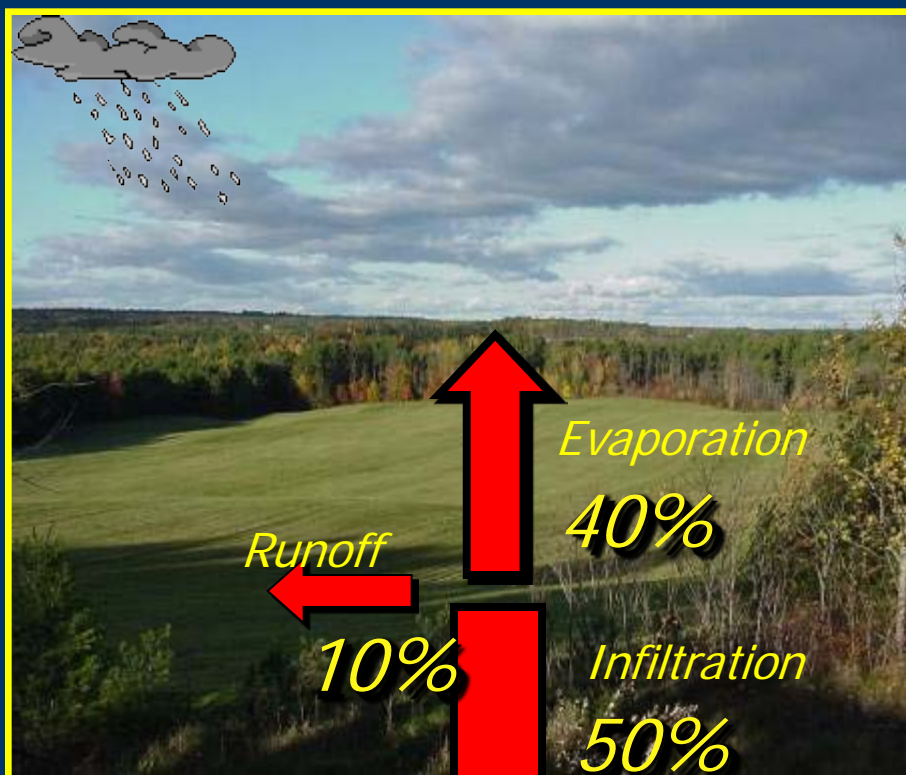
- Buffers
- Hot spots
- Low Impact Development



*Nonpoint source (NPS) pollution:  
When it rains, pollution happens.*



# Impacts of Development













# *Development Impacts on Water Quality*



*Bacteria*  
*Sediments*  
*Temperature*  
*Nutrients*  
*Petroleum Derivatives*  
*Pesticides and Herbicides*  
*Heavy Metals*

*Increased quantity*

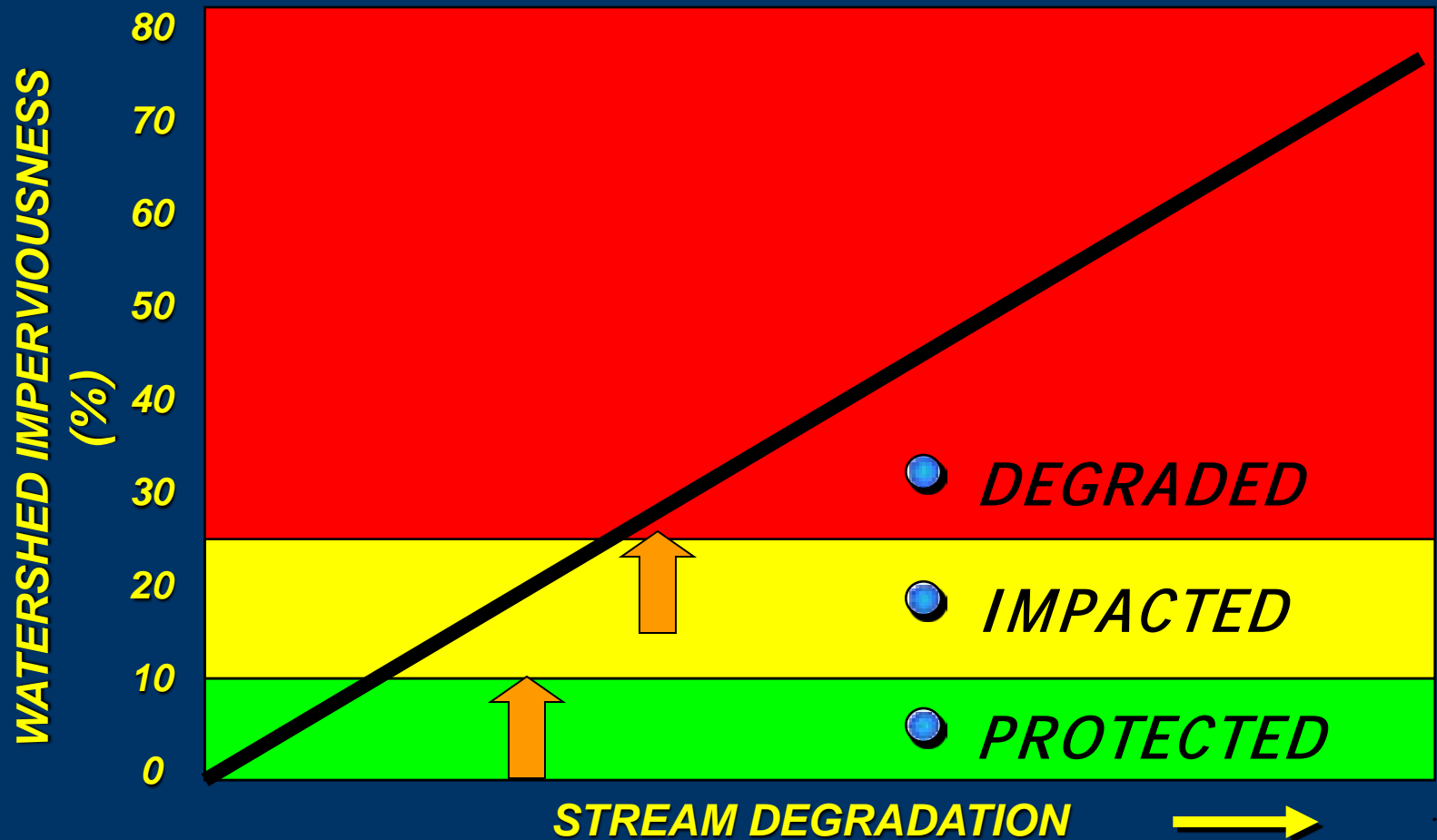
*Decreased quality*



***2 Acre Residential***  
***0.21 acres impervious area per house***



# Waterway Health & Imperviousness



ADAPTED FROM SCHUELER, ET. AL., 1992





## *Impervious Area and Stream Habitat*





## *Canadian Experimental Lakes Area (#226)*

- *Pristine lake divided in two*
- ***P** added to only one side*

*Source: ELA, Fisheries and Oceans Canada*



**THIS AREA  
CLOSED  
TO ALL DIGGING  
OF  
CLAMS, MUSSELS, QUAHOGS,  
OYSTERS, CARNIVOROUS WHELKS  
OR SNAILS  
BECAUSE OF POLLUTION  
OR  
PARALYTIC SHELLFISH POISON**

It has been certified by the State of Maine Department of Marine Resources that clams, mussels, quahogs, oysters, carnivorous whelks and carnivorous snails in this area do not conform with public health standards and regulations as established by the State of Maine and the U.S. Food and Drug Administration.

FOR MORE INFORMATION CALL MARINE PATROL AT:  
BOOTHBAY HARBOR OFFICE: 633-9595  
LAMOINE OFFICE: 667-3373

Closed Area Number \_\_\_\_\_

COMMISSIONER OF MARINE RESOURCES



# Bigger Buffers are Better



# More houses are being developed in the shoreland zone















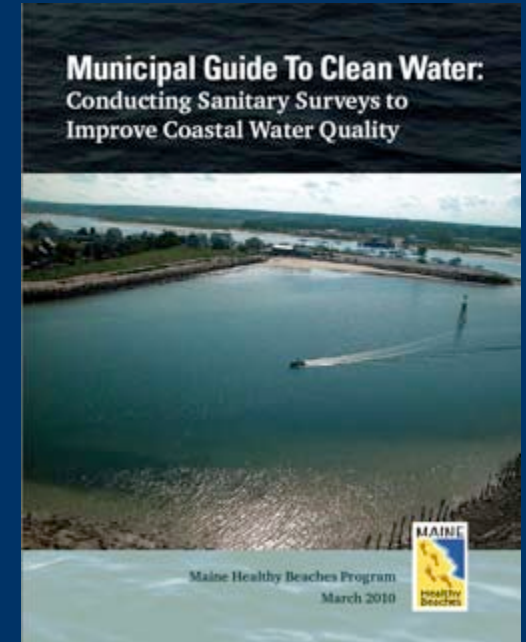






# Treat the Hot Spots

- Failing Septic Systems
- Farm operations in buffer areas
- Commercial with high impact





# Use Low Impact Development

- Soak the water back into the ground before it gets contaminated!

Traditionally, stormwater management is seen as stormwater disposal.



# *Traditional Development Pushes rain off the site*













# Low-Impact Development (LID)—

Try to soak rain in close to where it falls

































# **Saving money with LID**



**25% Savings**





# Boulder Hills Subdivision, NH



# *Boulder Hills Subdivision, NH*



*\$5,000 in Site Preparation  
\$72,000 Drainage  
\$6,500 Curbing Reductions  
\$19,500 Permanent Erosion Control*

*NET Savings: \$50,000  
approx 6% of the total project*





# *Greenland Meadows Commercial Development, NH*

*\$71,000 Earthwork*

*\$1,750,000 Stormwater*

*NET Savings: \$930,000*

*or 26% of the project stormwater costs*



# **Require Stormwater Treatment on Individual House Lots**



# Rain Gardens







*Unity Pond*

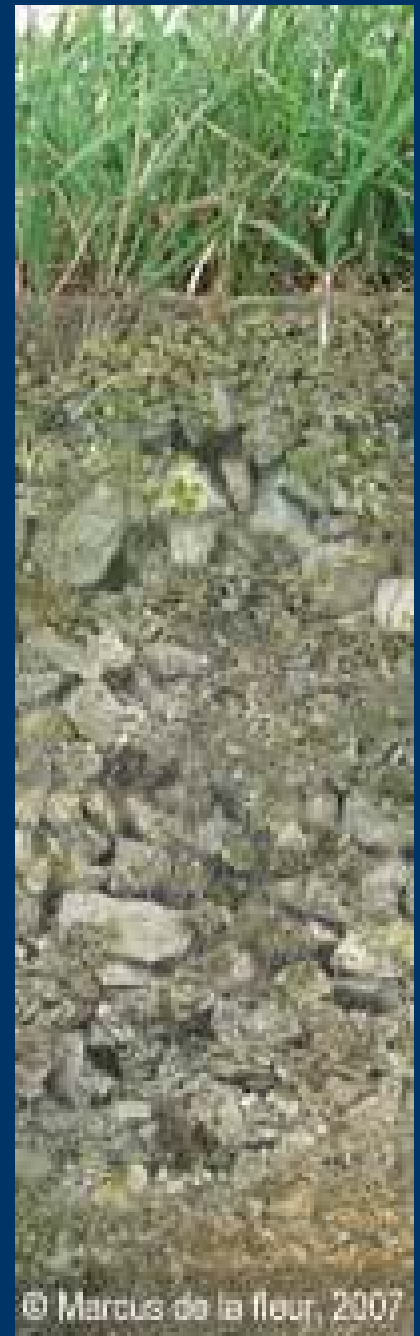




# Gravel Grass



Parking stall paved with gravel grass - ready to be put to good use







© Marcus de la fleur, 2007

# Ordinances that promote LID

- SPO model Ordinance
- South Portland Online Manual
- York Ordinance



# York Ordinance language 2007

- Low Impact Design. Each applicant is *required* to *submit a statement* to the Planning Board *documenting proposed* Low Impact Design (LID) *for the site*, which will help to reduce stormwater volumes and help to enhance stormwater quality. LID includes, but *is not limited to* green roofs, rain gardens, tree wells, infiltration basins, and permeable pavement. The applicant shall submit technical documentation about the suitability of such designs with the request for LID features.

# Porous concrete York Hospital





# Back Cove Rain Garden





# ***Ocean Ave Elementary***





# Northgate Plaza





# *Kittery Commercial Raingarden*





# *Kittery Downspout*





# *Orono Raingarden*





# *Portland Raingarden*



# East End School





*Commercial and public roofs should look like this*







# Rockland Greenroof





# *Belgrade Pavers*





# *Turf reinforcement*





# *Belgrade Raingarden*





# *Belgrade dripline infiltration*



# *Carving Up the Landscape*







*This is why we do it*